



Pre-Course Self-Evaluation

This Pre-Course Self-Evaluation measures your familiarity with the concepts and strategies discussed in this course. Rate your knowledge on each item before you begin your work in Week 1. You will re-evaluate yourself at the end of Week 5 to measure what you have learned.

Rating Choices 1. This is completely new to me. 2. I've heard of this but don't fully understand it. 3. I understand these concepts. 4. I use these concepts in my work. 5. I can teach others how to do this.	My Rating
Synchronous Web conferences allow you to share your desktop, documents, and presentations securely; control online meeting access; and communicate and collaborate instantly. 1. Save time and money. 2. Accelerate productivity with easy to use online meeting rooms.	4
Multimedia combines various digital media types, such as text, images, sound, and video, into an integrated multisensory interactive application or presentation to convey a message or information to an audience.	5
Principles that influence the effectiveness of multimedia include spatial contiguity, temporal contiguity, coherence, modality, redundancy, and individual differences.	2
When designing instruction, the developer should use each medium to its advantage and combine media so that the potential for learning is greater and more effective than using single elements alone.	3
Instructional purposes include navigation, explanation, documentation, narration, demonstration of qualitative and quantitative relationships, illustration of changes over time, illustration of hidden concepts, and enablement of direct practice.	2

<p>Skills needed for a multimedia project include:</p> <ul style="list-style-type: none"> • instructional design skills to determine the goal of instruction and select instructional strategies and multimedia elements. • writing skills to write content. • information architecture skills to structure the content, so it is easy to follow and access. • graphic design skills to develop clear and attractive navigation and explanatory graphics. • multimedia skills to work with instructional designers to create interactive elements. • usability research skills to make sure that the whole worked well and would not frustrate learners. • infrastructure skills to make sure it would work on the client's systems. 	3
<p>Storyboarding in the film world is in itself a high art, mixing a sense of seeing the composition of a scene unfold before the camera with all of the many choices available to the director regarding camera placement, focal point, duration of shot, possible edits, and camera-based effects, such as panning and zooming.</p>	2
<p>Shot techniques include the medium shot, the wide shot, the close-up, the extreme close-up, the trucking shot, and cutaways.</p>	3
<p>Each designer should know when to ask permission to use others' text, audio, graphics, or video as well as the difference between copyrighted material, fair use, intellectual property, and derivative works and how to indicate content is copyrighted.</p>	3
<p>The first job of the film editor is to build a rough cut taken from sequences or scenes based on individual takes or shots.</p>	2
<p>TOTAL RATING SCORE</p>	29